



**HANDGUN QUALIFICATION TEST
FORM CJT 729**
PRIVATE SECURITY GUARDS/PRIVATE
INVESTIGATORS/ BAIL RECOVERY AGENTS

UPDATED 1/2015

*Complete and attach this test to Form CJT 726
and return to:*

**Washington State Criminal Justice
Training Commission Fiscal
Unit, 19010 1st Ave S,
Burien, WA 98148**

INSTRUCTOR AND STUDENT INFORMATION

RANGE/LOCATION	SHOOTERS NAME (PRINT)
INSTRUCTOR NAME (PRINT)	SHOOTERS SIGNATURE
INSTRUCTOR SIGNATURE	INSTRUCTOR PHONE
INSTRUCTOR EMPLOYER	INSTRUCTOR EMAIL

HANDGUN SKILLS AND SAFETY TEST

INSTRUCTIONS FOR SKILLS AND SAFETY TEST

- The individual being tested must demonstrate each skill to qualify
- The instructor will verify each skill is demonstrated correctly and safely
- The following skills require the individual to keep their finger off the trigger and the firearm pointed in a safe direction
- This is a pass/fail test
- Individuals are to use their duty firearm, and the test should be conducted on the range

1. Drawing the handgun

- Release retention devices using only the gun hand
- Draw the handgun, keeping finger off the trigger
- Deactivate any safeties

2. Loading/Unloading a Revolver

- Load the revolver using a speed loader, close cylinder
- Eject rounds from the cylinder
- Visually inspect the firearm to ensure that it is unloaded

Loading/Unloading a Semi-Automatic

- Insert magazine and rack the slide to chamber a round
- Magazine removed, rack slide to eject round from barrel
- Lock slide back to the rear
- Visually and physically inspect the firearm to ensure that it is unloaded

3. Clear Weapon Malfunctions (Semi-Automatics Only, Requires Inert Ammunition)

- Type 1, Failure to Fire – Tap bottom of magazine, rack slide, and assess.
- Type 2, Stovepipe – Tap bottom of magazine, rack slide sweeping round from firearm, and assess.
- Type 3, Double Feed -
 1. Lock slide back to the rear
 2. Eject and retain magazine
 3. Rack slide 3 times
 4. Insert fresh magazine
 5. Rack slide

4. Holstering the Handgun

- Visually scan 360 degrees
- Activate handgun safety devices
- Holster handgun and secure all retention devices

FIREARM USED FOR CERTIFICATION

FIREARM MAKE _____ MODEL _____ CALIBER _____
 AMMUNITION CALIBER (IF DIFFERENT THAN FIREARM CALIBER) _____

HANDGUN QUALIFICATION COURSE

INSTRUCTIONS

- This course must be completed using standard duty ammunition, handgun, and holster.
- The entire course of fire must be completed at all distances; failure to attempt any string will result in course failure.
- Any malfunctions must be cleared and resolved in the time allowed.
- The Basic Law Enforcement Academy target BLEA-1 will be used. 50% reduced targets are acceptable for ranges shorter than 25 yards.
- The target will be scored using the scoring rings as marked on the silhouette. Hits breaking the scoring line will be awarded the higher point value.
- Hits on the silhouette, but outside the scoring rings, and DNFs (Did Not Fire) result in zero points, but are not penalized. A miss off the silhouette, will result in a ten point penalty.
- 294 (70%) of the 420 total possible points must be scored in order to pass and certify.
- The reloads specified in the course must be performed regardless of the type of magazine or capacity of the handgun.
- The holster and ammunition pouches must have all retention devices snapped/closed at the beginning of each firing sequence.
- During Pivot Sequences, individuals start with their side down range. On the command to fire, individuals must turn and face the firing line, then draw while facing down range.
- The weapon malfunction sequence of this test requires semi-auto shooters to insert 6 live rounds and (1) inert round in the magazine. The inert round may not be the first or last round. Semi-auto shooters must clear the malfunction (tap, rack) and fire within the time allowed. Revolver shooters fire this sequence normally.

DISTANCE	DESCRIPTION	SHOTS	TIME	REMARKS
3 Yards	Draw, fire 2 center of available mass.	2	4	
5 Yards	Pivot right, then draw and fire 2.	2	5	
5 Yards	Pivot left, then draw and fire 2.	2	5	
7 Yards	Draw and fire 6 rounds, clear malfunction. (6 rounds for revolvers) (6 rounds and 1 inert round for semi-autos)	6	15	
10 Yards	Draw, fire six, speed load, and fire six.	12	35	
15 Yards	Draw and fire 6 while standing, Kneel, speed load, Fire 6 more while kneeling.	12	35	
25 Yards	From a standing position draw, fire 3 from the left side of the barricade, execute a speed load, fire 3 rounds from the right side of the barricade, and end with a tactical load.	6	60	
TOTAL SCORE				

FINAL RESULTS

SKILLS AND SAFETY TEST	<input type="checkbox"/> PASSED	<input type="checkbox"/> FAILED
RANGE QUALIFICATION	<input type="checkbox"/> PASSED	<input type="checkbox"/> FAILED
STUDENT LAST NAME:	INSTRUCTOR INITIALS:	
TESTING DATE:		